

Belle Alatorre

Sound Designer, Production Engineer, A2

stolenmemory.art@gmail.com ♥ www.stolenmemory.art ♥ 909.243.0801



EDUCATION

♥ University of Southern California - Bachelor of Fine Arts in Sound Design

SKILLS

♥ Google Suite
♥ Microsoft Office
♥ QLab
♥ Avid ProTools
♥ Vectorworks
♥ AutoCAD
♥ QL Editor
♥ Adobe Photoshop
♥ Yamaha Consoles
♥ DiGiCo Software
♥ CueStation
♥ Logic
♥ Mainstage

LANGUAGES

♥ English
♥ Spanish

CERTIFICATIONS

♥ Dante Levels 1-3

SELECTED SOUND DESIGN EXPERIENCE

SHOW	DIRECTOR	VENUE	YEAR
The Bleeding Class	Jade King Carroll	Bratton Theatre	2023
Urinetown	Scott Faris	USC Bing Theatre	2023
LA Immersive Invitational	Rogue Artists	Shakespeare Center LA	2022
As You Like It	Kate Burton	USC Bing Theatre	2022
The Wolves	Sabra Williams	USC McClintock Theatre	2021
Femme	Elizabeth Schuetzle	USC Massman Theatre	2020

SOUND EXPERIENCE

SHOW	ROLE	DESIGNER	YEAR
Galileo	Assistant Designer	John Shivers	2024
Kate	Associate Designer	Palmer Hefferan	2024
Bulrusher	Assistant Designer	Kate Marvin	2023
POTUS	Assistant Designer	Palmer Hefferan	2023
tiny father	Assistant Designer	Uptown Works	2023
For the Love of a Glove	Production Engineer	Christopher Moscatiello	2023
Mojada	Assistant Designer	Noel Nichols	2023
Into the Woods	Production Engineer	Willow Edge	2023
Theatre for Youth	Production Engineer	Nayla Hull	2022
Cider House Rules Part 1&2	A2	Glenn Schuster	2020

TECHNICAL EXPERIENCE

♥ **Sound Fellow** - Berkeley Repertory Theatre (August 2023 - Present)

♥ Working with the sound and video team at Berkeley Rep as a technician and assistant sound designer for their 2023-2024 season. Experience building racks, troubleshooting, testing systems, creating comm systems, creating sound systems, rigging, and more.

♥ **Sound Fellow** - Chautauqua Theatre Company (June 2023 - August 2023)

♥ Experience creating runs, troubleshooting, hanging speakers, being an assistant sound designer, and more.

♥ **Sound Technical Assistant** - USC School of Dramatic Arts (August 2021 - May 2023)

♥ Experience with programming consoles, creating systems, drafting, and more.

References Upon Request